

ABSTRACT

A puzzle game comprises twelve mutually different pentomino pieces, each pentomino piece being provided with marks. Further, the puzzle game comprises a holder having a recess for receiving the pentomino pieces, the recess having a rectangular circumference. The marks
5 are provided for the purpose of recording of the configuration of the puzzle pieces in the recess. Different pentomino pieces are provided with different marks. Further, the marks on one pentomino piece have mutually different orientations which correspond to possible orientations of the pentomino piece with respect to the circumference of the recess. In this way, the marks offer the possibility of describing each possible puzzle game solution by means of a unique code.